

ABSTRACT

A three-dimensional maze game in the form of a hand-held toy. The hand held toy is in  
5 the form of a cube. The toy comprises a substantially cubic non-transparent body  
containing a plurality of intersecting pathways for an object and an entrance aperture  
and single/multiple exit apertures connecting the pathways wherein each intersection  
formed by the intersecting pathways is provided with means to bring the object to rest  
till the toy is tilted and the object follows a vertical pathway that is defined by the tilting  
10 of the toy. The object is inserted into an entry point in the toy and the player has to  
bring the object out through an exit point by following a fixed number of steps in  
turning the toy. The challenge is to find the correct sequence of turns and considerable  
amount of mental dexterity is required for the purpose.